



6911+

black marketeer

HANDLE	GIJIT
ROLE	Black Marketeer

cyberpunk

AWARE	17	REP	5
TO HIT	16	SAVE	7
INIT	12	BTM	-2

STATS											
INT	9	REF	12	TECH	10	COOL	9	ATTR	7	LUCK	3
MA	6	BODY	7	EMP	9	Lift	280	Run	18	Leap	4.5

TAG SKILLS		PICKUP SKILLS		CYBERWARE	
COOL - Intimidate	13	ATTR - Personal Grooming	13	INT - Library Search	14
EMP - Pers. & Fast Talk	15	ATTR - Wardrobe and Style	9	INT - Shadow / Track	11
INT - Awareness / Notice	17	COOL - Resist Torture / Drugs	15	REF - Archery	17
INT - Expert (Small Arms)	14	COOL - Streetwise	12	REF - Dodge / Escape	16
REF - Brawling	16	EMP - Human Perception	17	REF - Fencing	15
REF - Handgun	21	EMP - Seduction	12	REF - Heavy Weapons	17
REF - Melee	16	EMP - Social	12	REF - Rifle / Shotgun	17
SPECIAL - Street Deal	7	INT - Accounting	12	REF - Stealth	15
TECH - Forgery	14	INT - Chemistry	12	TECH - Basic Tech	16
TECH - Weaponsmith	16	INT - Hide / Evade	13	TECH - Demolitions	14

WEAPONS	TYPE	DAM	ROF	WEAPONS	TYPE	DAM	ROF
Eagletech Handbow	XBOW	1D6+2	1	M-12 Close Assault	SHT	4D6	2
Kendachi Monokatana	MEL	4D6	-	Sickle	MEL	3d6	-
Armalite 44	P	4D6+1	1	Czar Makarov	P	2D6+1	2
Armalite 44	P	4D6+1	1	Colt Alpha Omega .45	P	2D6+3	2
Enfield Last Chance	SHT	4D6	1	S&W Tri-Star	P	2D6x3	2

SKINWEAVE
NANOSURGEONS
OPTICS: LOW LIGHT
OPTICS: ANTI DAZZLE
OPTICS: THERMOGRAPH
OPTICS: TARGETTING SCOPE
AUDIO: LEVEL DAMPERS
AUDIO: VOICE STRESS ANALYSER